

Volume V, #20

BORIS THE SPIDER
A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
 When first we practice to deceive."

---Sir Walter Scott---



10 Aug 96

AVALONCON TRIP ABORTED!

Well, Wayne Morrison's van developed a major crack in the plate that held all those non-essential features like power steering and air conditioning. The cost of the plate wasn't much, but the labor to get to the plate to replace it (and put the stuff back on) was considerable. Too much money to take my car and share a room with Mike Tausk. So we stayed and had our own mini-Con. We played something like six games of WAR AT SEA, three games of FAMILY BUSINESS, two games of NAVAL WAR, DRAGON PASS, WE THE PEOPLE, and UP FRONT, one game of ALPHA OMEGA and HISTORY OF THE WORLD. Never did get to THIRD FEICH.

Then more bad news. Wayne has accepted a job in Saudi Arabia; he'll be going to St Louis about 9 Sep for three months of orientation, then come December overseas. He intends to resign all his games as gracefully as possible, so has submitted orders for this issue and could do so for the next. So will:

Ward Narhi submit orders for Illyria in ADV CIV.

Ward Narhi submit orders for Ix in DUNE.

Anyone interested (Dave McCarty?) submit orders for France in "Boris X".

John Butitta submit orders for Wayne in 1856.

And for our NMR folks this time:

Kevin Wilson submit standby orders for Sweden in LIFT OFF!

Someone submit standby orders for Smaug in MAGIC REALM.

Someone submit standby orders for Turkey in "Boris X".

For what it's worth, all new games started here will be AREA rated.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: What is too much for one, enough for two, but nothing for three?
 —Corpsie in M&M3

Congratulations go out to Rudy Zodda on the birth of a son, Christopher Zodda, 7/28/96.

Marcel Carbonneau has a new address; check it out on p.

The River City Railroad Gazette has reappeared, dumping about five sets of railroad orders onto my "To do soonest" pile.

Classes start 22 Aug, and it looks like I'll be teaching Tues/Thurs nights until early December. Just a word of warning to those who phone in orders. Speaking of which, we have football tickets for the deadline date, so we might not be here to take those last-second orders. Mail (and e-mail) early.

BOOS & KUBOS

This month's Madame Bolduc Press Excellence Award (and free issue) is ROn Fisher for his article datedline Rome in "Boris X".

A special Mo Nar Super-Duper-Sunday Bomb goes to TJ Klausutis for being next door for two weeks and never once dropping over. You're in a heap of trouble, boy.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR MOST GAMES IS NOON (CDT) 7 SEP 96



GERMANY SMASHED!

Tsar Defiant!

Fall 1987

IX
1995X

ERRATA: Support from Italian F SPA(sc) was cut.

CLEARWINE: The Cusp is upon us. Austria has reached 13 centers and is unlikely to gain more than BER and KIE while losing DEN without stabbing his Italian ally. True, a breakthrough at STP is possible, but it can easily be contained then reversed given German naval supremacy in the North. Will Austria stab Italy, Italy stab Austria, each stab the other, or a draw be proposed? But what's in a draw for England, finally advancing into the Med? Or for Germany when safely ensconced in Scandinavia?

TROOP MOVEMENTS

Germany retreats A BUR-RUH and A SIL-BER. Russia retreats A MOS-StP.

AUS (Wilken): A Ukr-War, [A Pru-Ber], A Boh-Mun, A Sil S A Boh-Mun, F Lyo S ITA F Spa(sc), A Den H, A Tri S ITA A Trl, [F Gre-Ion], [A Moe S RUS A StP(otm)], A Gal-Boh, A Vtg S A Gal-Boh;
 ENG (Zodda): [F NAf-Weal], F Mid-Spa(sc), F Por S F Mid-Spa(sc), F Gas S F Mid-Spa(sc), F Eng C A Pic-Bre, A Pic-Bre;
 GER (J. Shacklett): F Bot-Swe, F Bal S A Ber-Kie, [A Ruh S A Mun-Bur](neu), [A Par S A Mun-Bur](nsu), A Ber-Kie, [A Mun-Ber](r-??);
 ITA (Fisher): A Tri S AUS A Boh-Mun, [F Mar S F Spa](nsu), [F Tun-Naf], A Bel-Hol, [F Ion-Tun], A Bur-Bel, [F Tyn-Wes], F Tus-Rom, [F Spa H(d)], A Mar H(u);
 RUS (Meinick): [A StP-Mos].

Orders in brackets fail: d = unit destroyed due-lack of valid retreat; imp = impossible; nou = not own unit, nsu = unit not so ordered; nap = no such place; neu = no such unit, otb = off the board; otm = unit on the move; (u) = unit unordered.

German A MUN is dislodged and must retreat otb or to BUR.

SUPPLY CENTER CHART

AUS: Bud Trl Vtg Gre Ser Bul Con Rum Set -Kie War +Den +Moe +Mun	(13) Build 2*
ENG: Edi Lon Lpl Nvy Por Bre -Spa	(7) Build 1
GER: Ber -Hol -Den Swe Par -StP -Mun +Kie	(4) Tear 2**
ITA: Nap Rom Ven Tun Smy -Spa Ank Mar Bel -Hol	(9) Build 1
RUS: -Moa +StP	(1) Even

* But has only one empty home center open so may only build one.

** If A MUN retreats otb, must tear only one.

Due next time are retreat, builds/tears, and orders for Spring 1908.

EMBASSY BEAT

ROME: The newly formed fleet sailing off the coast of Tuscany got lost in a storm and found itself back in Rome. The head Navigator, Captain Netscape, has been sacked and the fleet ordered back to sea. Meanwhile the northern expeditionary army is continuing its tour of the low countries and reports German wines (though not as rich as Italian ones) are quite drinkable and the flowers in Holland are a sight to see.

CLASSIFIEDS

Ska, Ska!

Epochs I-III play during turn	LAW(1)	Play faceup beside board. Place army of the current Empire on the space provided. One Victory Point is scored by the controlling faction at the end of every turn. May be cap- tured, destroyed, transferred.
Army		

RIOTS IN TURKEY!!

German Convoy Derailed!



X

Spring 1983

1996G

MINAS MORGUL: The Turks are again taking to the streets to express their displeasure with Sultan Ali Seth's oppressive domestic policies; undoubtedly Austrian and Russian agents have had a hand in fomenting things. Russia's single A GAL headed off a German four army convoy while eluding two Austrian armies. Reports from PAR predict that the Morrison government is on the verge of falling over cheese price supports.

TROOP MOVEMENTS

Russian A RUM retreated to SEV. Austria builds A VIE. England builds F LON and A LPL. Italy builds A ROM. Russia disbands F ARM. Turkey is NMR so doesn't build (again).

AUS (J. Shacklett): A Rum-Gal, A Ser-Bud, [A Trl-Ven], A Vie S A Rum-Gal;
ENG (Fisher): A Lpl H, F Lon-Eng, F Nth S F Lon-Eng, [A StP-Mos], A Swe H(u), F Bar H(u);

FRA (Morrison): F Eng-Bre, A Par S A Bur-Pic, A Bur-Pic, F NAT-Mid, A Mar-Bur;

GER (Bayum): [A Pic-Bel](d), [A Mun-Sil], [A Ruh-Mun], [A Bel-Ruh], A Hol S A Pic-Bel, F Den H;

ITA (Zodda): F Alb S A Tri, F Adr S A Tri, [A Ven-Tri], A Tri H, A Rom-Apu;

RUS (Anderson): [A Sev-Mos], [A Gal-Sil], F Bot-Bal;

TUR (Gunes): NMR: A Gre H(u), A Bul H(u), F Bta H(u).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nap = no such place; nau = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Russian A GAL is dislodged and must retreat otb, or to BOH, UKR, or WAR.

Due next time are the retreats and orders for Fall 1905.

BORIS WORLD PRESS REVIEW

Paris Herald--The French government may soon be looking again for a new head of State as the present one may take flight to the Middle East and rule in exile.

The Times (London): A group of reporters, encountering First Sea Lord Sir Ronald returning to his office in Whitehall, questioned him on Ministry plans and if he had any response to the public calls in Paris for hostilities toward Great Britain? "I can say another Fleet is being outfitted for service and I understand a new Army is being mustered in the midlands. I must confess I'm puzzled at the French hostility towards His Majesty's Government, naturally we're concerned with French Naval Forces in the North Atlantic and drifting about in the Channel but after the way they ran roughshod over those poor chaps in Spain and Portugal its understandable the Germans are moving to defend their border. But this name calling and threatening bluster...well, if their feeling froggie why don't they just jump! I don't see any anchor tied to their s..."

Unfortunately, aides whisked Sir Ronald into Whitehall and he was unable to finish his impromptu press conference.

CLASSIFIEDS

Down with the Tsarist running dogas!

Epochs I-III
play during turn

PHILOSOPHY(1)

Play faceup beside board.

Place army of the current

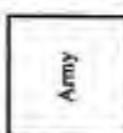
Empire on

the space

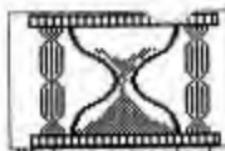
provided.

One Victory

Point is



Scored by the
controlling faction at the end
of every turn. May be cap-
tured, destroyed, transferred.



ACHILLEUS

We Begin

EPOCH 1



We have game start. The players and their colors:

Dan Farrow:
Debbie Osborne:
Paul Zieske:

Red
Azure
Purple

Chuck Wilson:
John Bryden:
Dave Anderson:

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a LF in either Atl or Pac as well as Car), and Epoch VIII. Copies of the culture cards appear throughout the issue.

The Sumerians begin with 2A,C,F in Lti. No trading in the first round.

EGYPT (A):

Play 1A,C @ Nil.

Your Empire draw is _____

Your Event cards are: _____

Those on e-mail will be apprised of the opposition when their empire comes up; please respond promptly.

The Persistence of Culture Rules follow:

1. Each player is dealt a Culture Event card along with the other Event cards, and is handled similarly, except as explained below.
2. Empires without Capitals cannot play Culture Cards. Minor Empires can neither play nor possess Culture Cards.
3. When played the Culture Card is marked with an unused army of the playing Empire. The card is considered to reside in the empire's Capital until captured, destroyed, or transferred.
4. Every turn an Empire retains a played culture card it scores 1 or 2 VP (as marked on card).
5. Culture cards are captured when an empire with a capital conquers the capital of the empire with the card. It is immediately relocated in the conqueror's capital (replace the marker with an unused army of the conqueror).
6. Culture cards are destroyed when the holding capital is conquered by a minor empire, an empire without a capital, or when the capital falls to Barbarians, Civil War, Rebellion, or Treachery.
7. Culture can be transferred between a player's capitals at the very end of the player's Expansion Phase, following all placement, combat, fort(rese) and monument builds. Cards cannot be transferred to minor empire capitals nor to other players (except by conquest).
 - a) For transfer to take place, a path of friendly, contiguous Land, Sea, or Ocean areas must exist between the capitals. To be friendly, each Land/Sea/Ocean must be contain at least one unit of the player's faction. The path may not contain barren lands nor vacant Lands/Seas/Oceans. (Exception: it can use a crossing arrow if the intervening sea is vacant). Denote the transfer by marking the card with an unused army of the receiving empire.

DOWN WITH THE KING

Seduction Thwarted!

Plague!!

Turns 2/3/4



The Cast (in Turn 3 movement order):

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34
 Marquise Elisabeth (#62): 10/15 PP, 16 IP, 14C, #65, #55
 Sir Richard (#14, MC): 18/17 PP, 29 IP, 12C, #41, #13, Prince Alan
 Marquise Ruth (#68): 6/14 PP, 0 IP, 10C, #53(H), #12, #16
 Earl Michael (#15): 10/18 PP, 3 IP, 13C, #36, #51

The Cabinet:

Monarch: King George	Consort: <Vacant>
Navy: Sir James (#22)	High Minister: Lord Percival (#41 Ri)
State: Duke Marley (#44)	Army: Duke Roland (#42)
Trade: Earl Francis (#33)	Justice: Earl Duncan (#34 Ma)
Epalin: Sir Drew (#11)	Besysan: Earl Maxwell (#32)
Sandarkan: Sir Charles (#24)	Cronoe: Knight Dale (#25)
City States: Sir Malcolm (#18, Ri)	Treasury: Lord Mortimer (#35)

ROYAL DEATHS: Queen Catherine, Alfred, Almery, Phillip

Turn 2 (concluded)

The seduction is thwarted by Sir Richard's play of a "Treachery" card. Sir Richard counsels the Monarch concerning the Ambassador to Besysan, the 2nd Judge modifies the roll by -1. The Monarch is pleased (7-1 -> +1 PP) with the counsel.

Turn 3 (continued)

3. Political Problems: None
4. Crown Event: One Political Problem--Natural Disaster (Minister of Trade).
5. Player Turns:

Baroness Mary: Has the Gout, loses turn.
 Marquise Elisabeth: Recruit Lady Debbie (#66). Play Opportunity Chit to gain 1 IP.
 Sir Richard: Recruits Marquise Margaret (#56). Is promoted to "Knight" (-2 IP).
 Marquise Ruth: Recruit Minister of the Army, Duke Roland (#42). Consult Literary Table (7 = Good technical skill: Gain 1 PP, +2 drm). Play Intrigue chit to intrigue a card from Marquise Elisabeth (Treachery! accused of wrongdoing, but (1) cleared).
 Earl Michael: Recruit #. Consult Literary Table: $5+2=7$ = Good technical skill. Gain 1 PP (+2 drm). Draw Loyalty chit #43. Recruit both Treasury Minister Lord Mortimer (#35) and Duke Henry (#48).

Turn 4

1. Player order: Marquise Elisabeth, Baroness Mary, Knight Richard, Marquise Ruth, Earl Michael.
2. Office phase: No vacancies.
3. Political Problems: Natural Disaster: Minister of Trade Earl Francis fails (6) to solve the Problem. Monarch's Support falls from 100 to 90.
4. Crown Event: Plague! #65 (Baroness Melanie) and #23 (Sir Jeffrey) die and are reborn in the Loyalty Chit Pool. No counseling allowed this turn.

You've drawn _____ Loyalty, _____ Opportunity, & _____ Event.

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34
 Marquise Elisabeth (#62): 11/14 PP, 17 IP, 15C, #65, #55
 Knight Richard (#14, MC): 15/21 PP, 27 IP, 12C, #41, #13, Prince Alan
 Marquise Ruth (#68): 1/20 PP, 0 IP, 11C, #53(H), #12, #16, #42
 Earl Michael (#15): 0/29 PP, 3 IP, 14C, #36, #51, #35, #43

Note: in the short game you may hold up to 15 cards and perform up to three activities. Several of you have no more PP available and must earn more to expand your faction.

LIFTOFF! Mr Rogers Fries!

1959/60

THE CAST

Andorra (Dave Anderson)
 Duchy of Grand Fenwick (John Butitta)
 Republic of Texas (Andy York)
 Spain (Dan Farrow)
 Sweden (Al Bargender)

Cash from '58
 18 MB
 27 MB
 18 MB
 15 MB
 5 MB

'59 Budget
 97 MB
 75 MB
 69 MB
 87 MB
 61 MB

1959

- All collect budget (see above).
- Draw Event card; (see last issue). Andorra takes 10% capsule hit on next launch. Fenwick takes a 10% safety hit on next satellite launch.
- AND: Buy three "A" (-9 MB), three "a" (-3 MB), 2nd Astronaut (Danni Duchette +2 MB), initial EVA (-18 MB), 2nd & 3rd Launchpads (-50 MB). DGF: Buy initial "B" (-60 MB). RoT: Buy one "1" (-0.5 MB), ten "A" (-15 MB), seven "D" (-11.5 MB), initial "3" and four more (-30-12 MB). SPA: Buy 2nd Astronaut (-2 MB, Mr Rogers) and initial "B" (-60 MB). SWE: NMRI GM buys "B" (-60 MB).
- Conduct Research:
- AND: 8 dice on EVA (-8 MB, +19%). DGF: 8 dice on "a" (-8 MB, +28%), 4 dice on "B" (-16 MB, +8%). RoT: 2 dice on "A" (-4 MB, +8%), 8 dice on "a" (-8 MB, +31%), 2 dice on "1" (-2 MB, +8%). 1 die on "D" (-2 MB, +3%). SPA (+1 to each die): 2 dice on "3" (-8 MB, +6+2%). 8 dice on "B" (-32 MB, +31+8%). SWE: GM orders 1 die on "B" (-4 MB, +5%).
- Declare Future Missions: Andorra, Spain, Sweden(2) & Texas (2) will launch in 1960.
- No one rushes.
- Texas launches an orbital satellite. Lift off: 80 < 85%, Earth Orbital Burn (EOB): 98 > 99% mission fails. Add 1% to "A" & "1"; budget drops 3 MB.
- Fenwick launches an orbital satellite. Lift off: 20 < 83-10%, EOB: 53 < 95%. Orbital Activities: 24 < 95%. Success! Add 6 MB to budget & +1% to "A" & "1".
- Spain launches a manned orbital mission. Lift off: 85 < 86%, EOB: 07 < 81%, Orbital Activity: 48 < 81%; Deorbital Burn: 42 < 81%; Reentry: 85 > 81%, Catastrophe: 26 < 85% --catastrophic failure!! Astronaut Rogers is first to die in space. Capsule program is reset to 10%, add 1% to "A", and take 10 MB budget cut.

1960

- Andorra collects 97 MB, DGF collects 77 MB, RoT collects 69 MB, Spain collects 94 MB, Sweden collects 91 MB.
- Draw Event Card:
- AND: Budget +5 MB. Test failure: -25% from "A". DGF: Budget +5 MB. Defection: -1 to all your R&D dice, +1 to one foe's R&D dice. RoT: Budget +10 MB. Scientific breakthrough +17 to "a". SPA: Budget +10 MB. Govt Order: Next launch must be manned (+20 MB to budget). SWE: Budget +30 MB. Govt Order: Launch a civilian in a multimanned capsule in 1961.

Due next time will be your purchases, R&D expenditures, rush decision for 1960 and if you plan a launch (and what) for 1961. Fenwick must specify which opponent gets the +1 to his R&D dice. Sweden must launch a civilian (new astronaut) in a multimanned capsule next year.

Country	From '59	'60 Budget	Cash '60	'61 Bud
Andorra	18 MB	97 MB	112 MB	102 MB
Fenwick	18 MB	83 MB	101 MB	88 MB
Texas	2 MB	69 MB	71 MB	79 MB
Spain	0 MB	87 MB	87 MB	101 MB
Sweden	2 MB	91 MB	93 MB	123 MB

PRESS:

Duchess Gloriana shook Professor Kokinta's hand at the successful launch of the Duchy of Grand Fenwick rocket. "Well done, Professor," she said. "The smallest nation in the world has launched a rocket into space. Now, we can contact the United States of America and the Soviet Union to see if they are willing to buy our rocket. Are you sure they will spend enough money for us to finance the new road and grape arbors for the Duchy?"

"Uhhhhh -- Your Highness," Konkinta replied, trading a glance with Count Vincent Mountjoy. "We would like to try one more experiment."

"What more could we possibly do?" the Duchess queried with a puzzled look at

Konkinite.

"I have a plan for getting rid of some castle rats. Your Highness," answered the Professor with a twinkle in his eye.

LIFTOFF! Research and Development Worksheet

Program	Initial Cost	Unit Cost	Unit Weight	Max Payload	Initial Safety Factor	R&D Cost Per Day	Max R&D	Max Safety Factor	AND	Days F	Re T	Sum	Score	
	\$K	\$K	lb	lb	%	\$K	\$K	%	58	57	58	57	58	57
1 - Orbital Satellite	6	1	300	n/a	40%	1	95%	98%	7 _o	96	96	97	85	94
									1 _o	2	1	2	1	1
2 - Interplanetary Satellite	24	4	600	n/a	40%	3	90%	93%	7 _o					89
									1 _o				1	1
3 - Laser Probe	36	6	1200	n/a	40%	4	85%	88%	7 _o					77
									1 _o			5	1	1
4 - Docking Module	18	2	300	n/a	45%	n/a	n/a	100%	7 _o					1
									1 _o					1
A - One-Stage Rocket	24	3	n/a	500	10%	2	85%	98%	7 _o	86	86	87	84	86
									1 _o	2	5	11	10	2
B - Two-Stage Rocket	60	12	n/a	1500	10%	4	90%	98%	7 _o		33			64
									1 _o		1		1	1
C - Three-Stage Rocket	24	18	n/a	3200	5%	6	95%	98%	7 _o					1
									1 _o					1
D - Liquid Fuel Stage-One	12	3	n/a	1000	10%	2	85%	98%	7 _o					10
									1 _o			1	8	1
F - Kicker	12	3	300	n/a	10%	1	95%	98%	7 _o					1
									1 _o					1
G - "Mega" Stage Rocket	150	30	n/a	4800	5%	7	95%	98%	7 _o					1
									1 _o					1
EVA Suit	18	n/a	n/a	n/a	30%	1	98%	98%	7 _o	89	91			
									1 _o					1
a - One-Person Capsule	18	2	500	n/a	10%	1	80%	93%	7 _o	80	80	81	80	81
									1 _o	1	4	5	5	2
b - Two-Person Capsule	24	6	700	n/a	10%	2	85%	98%	7 _o					1
									1 _o					1
c - Three-Person Capsule	36	12	1300	n/a	10%	3	90%	98%	7 _o					1
									1 _o					1
d - Two-Person Module	30	8	1500	n/a	10%	2	90%	98%	7 _o					1
									1 _o					1
e - One-Person Module	42	8	700	n/a	10%	4	90%	98%	7 _o					1
									1 _o					1
f - Three-Person Minibot	60	30	1000	n/a	5%	7	95%	98%	7 _o					1
									1 _o					1
g - Four-Person Cap/Module	60	30	4300	n/a	5%	7	90%	98%	7 _o					1
									1 _o					1
Photo Reconnaissance	n/a	n/a	n/a	n/a	65%	n/a	n/a	100%	7 _o				y	y
									1 _o			y	y	1
2 nd Launch Facility	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a					y	y
													y	
3 rd Launch Facility	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a						
Astronauts & Training	18	2	n/a	n/a	n/a	n/a	n/a	n/a	22	1	2		2	1
									1 _o	0	0	0	1	1

ALL FIGURES ARE FOR END-OF-YEAR



1830

????? IS ?????

We Begin!

PLAYER STATUS

Hanna	\$400 <Priority>
Wordeimann	\$400
Fisher	\$400
Beck	\$400
Ringhofer	\$400
Farrow	\$400

So, we begin anew. Orders for the private RR portion of SR 1, as well as votes for the Optional 6-train, are due next time. Don't forget to set par for the B&O if you bid on it or could buy it. Send them to me (Boris) until Mark and I straighten out who is GM'ing which. As near as I can tell, the 6-train vote is 1-0 against. Any ideas for game name and logo?

1870

THE WEST IS OPENING!



PLAYER STATUS

Zleske	\$350 <Priority>
Wordeimann	\$350
Quist	\$350
Hanna	\$350
Farrow	\$350
Chinnery	\$350

A new frontier stretches ahead of us. Orders for the private RR portion of SR 1 are due next time. Don't forget to set par for the FRISCO if you bid on it or could buy it. Send them to me (Boris) until Mark and I straighten out who is GM'ing which.

Kevin Wilson suggested I do a write-up on the games listed as "Other Possibilities" on p 19. Looks like I've got room to do a couple here, so I will. Price given is latest list price I could find.

DARKOVER (Eon Games, © 1979, \$12). Inspired the Marion Zimmer Bradley novels. Use maneuver, spells, and *laren* to gain the kingship of Darkover. Unfortunately, the most distinctive parts of the game, psychic combat, ghost winds, and the Monitor (pride in accomplishment is all right, gloating is punishable) won't translate well to pbm.

GODSPIRE (Task Force Games, © 1985, \$??). This is a reissue of an earlier version. Mine supports up to four players, the older up to six. 3-D space combat, planetary economies to run and subvert, and, as Nicky Palmer put it, "the most exotic stacking limit in wargaming."

JUNTA (West End Games, © 1985, \$18). Have the most foreign aid money stashed safely away in your Swiss bank account, but beware of assassins at the bank and nightclub, palace revolts, peasant unrest, paratroopers, and the secret police! Great fun for seven players.

KAMAKURA (West End Games, © 1982, \$12). DIP/MACHIAVELLI variant set in medieval Japan. Two to six players. I got mine for 75¢ in Gainesville, FL.

PLANET MINERS (Avalon Hill Computer Games, © 1980, \$16). This 16k game came out on tape with Apple II, PET, and TRS-80 versions! Four conglomerates try to get the lion's share of the about-to-be opened mining concessions on the other eight planets and the asteroids. With only five ships to cover the planets, we have a land rush complicated by the possibility of sabotage in orbit, claim-jumping, and protesting the legality of claims. I intend to modify the program to allow saved games and let it do all the work.

1996 Diplomacy Hobby Awards Ballot

Deadline: 31 August 1996

Vote for no more than one person per category.

Name: _____ Hobby Participation: _____

Don Miller Award for Hobby Service

- Doug Kent for publishing *Mauve's Paradise*, *Diplomacy World*, and *Grand Hyatt*.
- Paul Kenny rescuing/running US Orphan Service (successor failed to meet his commitments), for publishing *Absolute* for publishing *Perelandra*.
- Pete Gaughan for publishing *Zine Register*, *Carolina Command & Commentary*, *Lime House*, running DixieCon.
- Michael Lowrey for his work in putting together the *Diplomatic Pouch* on the Internet.
- Manus Hand

Rod Walker Award for Literary Excellence (copies available from Dave McCrumm for a SASE)

- Brent McKee The Replacement Player - Germany in the Real World in *Diplomacy World* #74
- Allan Calmer The Coast of Moscow in *Diplomacy World* #74
- Stephen Agar The Art to Find the Mind's Construction in a Face in *Diplomacy World* #74
- David Smith Diplomacy: Bridging the Generation Gap in *Diplomacy World* #74
- Tim Hoyt Sun Tzu and the Art of War in *Diplomacy World* #76

John Koning Memorial Award for Excellence in the Play of Diplomacy

- Mike Goncalves pbm and Bf excellence
- Paul Rosenberg for outstanding play
- Teresa Armstrong outstanding play in CCC and Home Office; only one game ever not in a draw or win
- Michael Lowrey for excellent play in *The Appalachian General*
- Don Ditter for outstanding play

Fred Hyatt Memorial Award for Excellence in GMing (Inaugural Presentation)

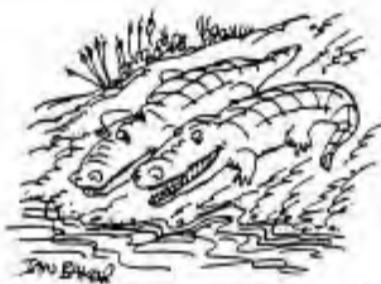
- Andy Lischett *Cheesecake*
- Pete Gaughan *Perelandra*
- Doug Kent *Mauve's Paradise*
- John Boardman *Groucho, Empire*
- James Burgess *Abyzumian Prince*

Return ballot to: Dave McCrumm, 3636 Oldtown Road, Shawsville, Virginia 24162 United States
Fax: 540-268-9877
e-mail: stonewall@nrw.net

I would like to thank Robert Acheson, Gary Behnen, Fred Davis, Melinda Holley, David Wang, Richard Weiss, Brad Wilson, and Andrew York for their help during the past year. They had to narrow the 95 nominations received this year (a record) down to the above listed 20 finalists. That was a difficult job this year, even more so than in the past. With your support, I hope to set a record for number of votes received this year. I hope to receive at least 100 votes this year. Support your hobby and the people that make it so enjoyable by rewarding them with your vote. Results will be mailed to all publishers the first week of September.

I would also like to announce that this will be my last year as Chair of this committee. I would like to thank everyone that has supported me over the past five years. You have all made it enjoyable.

-dave



"My mother-in-law's an old beg!
But beautifully made."

BaconPrivate Eye/London



1835 Sie Sprachet!



FARROW Congrats to Frueh on the win! Looks like getting 100% of a RR ASAP is key.

FISHER Well, my first 1835--and I didn't finish last! It's quite different from 1830 and it's an interesting sort & different so I'm glad I got it and anxious to try again now that I know a little better what goes on. If you need another player sign me up.

GM: Don's orders appeared in a pile of DC-1835 reports, so Mark is indeed the winner, and not by much either.

The follow up game sweepstakes looked like this:

DRUTHERS:

P2: Silverton > 1830 var > 1870 > 1835 > 1830

DF: 1870 = 1830, but not 1835

DC: 1870 > 1835 > MoV > Agton > 1830

RP: 1830 = 1835

SB: 1830 = 1835 > 1870

so it looks like 1870 will replace 1835 in these pages

Kevin Wilson suggested I do a write-up on the games listed as "Other Possibilities" on p 19. Looks like I've got room to do a couple here, so I will. Price given is latest list price I could find.

DARKOVER (Don Games, © 1979, \$12). Inspired the Marion Zimmer Bradley novels. Use maneuver, spells, and *tsaran* to gain the kingship of Darkover. Unfortunately, the most distinctive parts of the game, psychic combat, ghost winds, and the Monitor (pride in accomplishment is all right, gloating is punishable) won't translate well to pbm.

GODSFIRE (Task Force Games, © 1985, \$???). This is a reissue of an earlier version. Mine supports up to four players, the older up to six. 3-D space combat, planetary economies to run and subvert, and with, as Nicky Palmer put it, "the most exotic stacking limit in wargaming."

JUNTA (West End Games, © 1985, \$18). Have the most foreign aid money stashed safely away in your Swiss bank account, but beware of assassins at the bank and nightclub, palace revolts, peasant unrest, paratroopers, and the secret police! Great fun for seven players.

KAMAKURA (West End Games, © 1982, \$12). DIP/MACHIAVELLI variant set in medieval Japan. Two to six players. I got mine for 75¢ in Gainesville, FL.

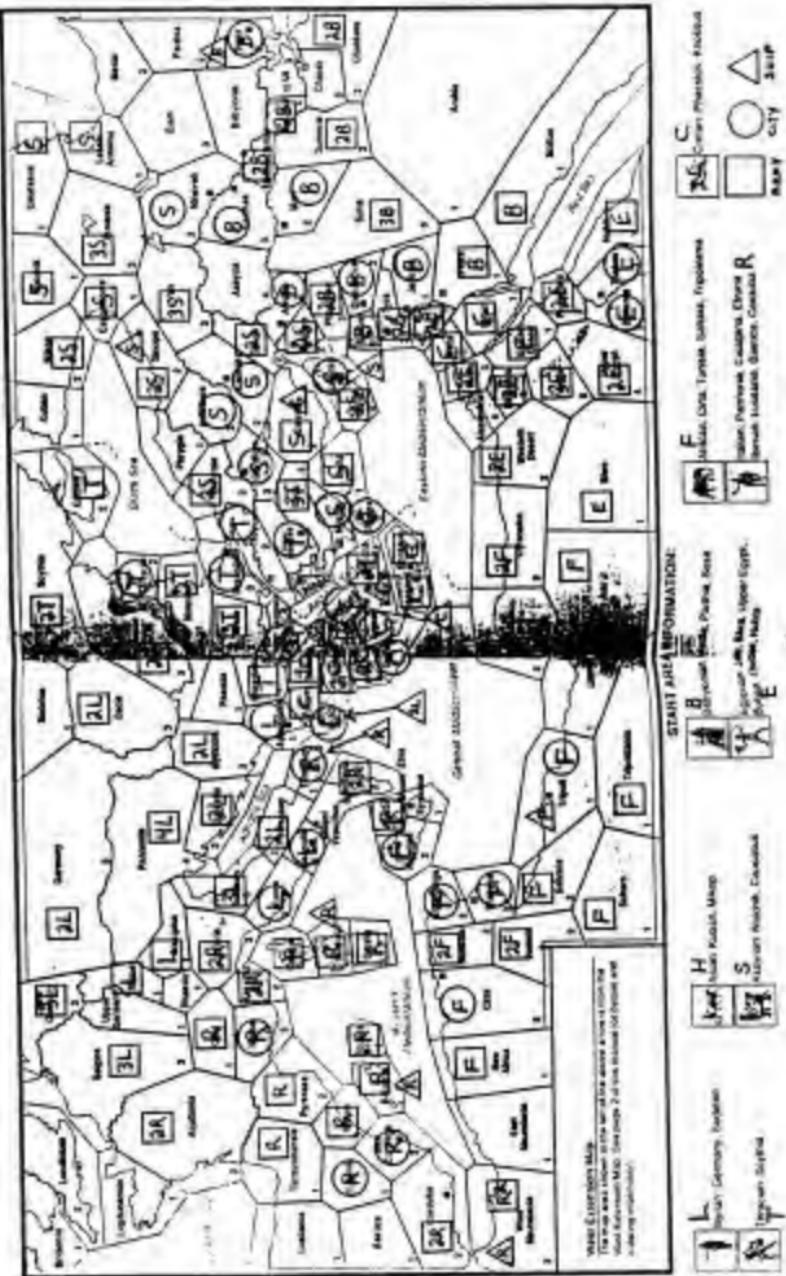
PLANET MINERS (Avlon Hill Computer Games, © 1980, \$16). This 16k game came out on tape with Apple II, PET, and TRS-80 versions! Four conglomerates try to get the lion's share of the about-to-be-opened mining concessions on the other eight planets and the asteroids. With only five ships to cover the planets, we have a land rush complicated by the possibility of sabotage in orbit, claim-jumping, and protesting the legality of claims. I intend to modify the program to allow saved games and let it do all the work.



"Did someone ask to see the children's menu?"

Thompson Private Eye Comics

ADVANCED CIVILIZATION
Conference Map Turn 7.9



THE GREAT WHITE NORTH
FOUR UNDERCAPITALIZED
RAILROADS FOUNDED
SHARE ROUND 1B



PLAYER HOLDINGS:

Zieske	\$230 ft
Chinnery	\$144 nfeb
Quist	\$195 cc
Morrison	\$210 w&a
Wordeimann	\$180 giz
Farrow	\$150 scft

Share Round #1b

Zieske starts Grand Trunk Railway, par \$100 (\$230 - 2 x 100 = \$30).

Chinnery passes.

Quist starts London & Port Sarnia Railway, par \$65 (\$195 - 2 x 65 = \$65).

Morrison starts Canadian Pacific Railway, par \$90 (\$210 - 2 x 90 = \$30).

Wordeimann starts Welland Railway, par \$90 (\$180 - 2 x 90 = \$0).

Farrow buys LPS (\$150 - 65 = \$85).

Zieske passes.

Chinnery buys WR (\$144 - 90 = \$54).

Quist buys LPS (\$65 - 65 = \$0).

Morrison passes; Wordeimann passes.

Farrow buys LPS (\$85 - 65 = \$20).

All pass. Zieske retains the priority deal card.

PLAYER HOLDINGS: (* = president's certificate; limit = 11)

Zieske	\$30 ft, 2GT* (priority)
Chinnery	\$54 nfeb, 1WR
Quist	\$0 cc, 3LPS*
Morrison	\$90 w&a, 2CPR*
Wordeimann	\$0 giz, 2WR*
Farrow	\$20 scft, 2LPS

COMPANY STATUS:

Name	President	Value	Pool	IO	Par	Treas	Loans	Trains	Tkns	Dest
GT	Zieske	A100	—	8	100	\$200	0	—	4	K8
CPR	Morrison	B90a	—	8	90	\$180	0	—	4	N11
WR	Wordeimann	B90b	—	7	90	\$270	0	—	3	L15
LPS	Quist	F65	—	5	65	\$325	0	—	2	F17

Trains Available: 722222, 353335, 4444, 555, 66, DD, ..

Due next time: Orders for OR1 and SR2. Orders should reach Chuck Henns by 4 Sep. WR and LPS presidents should probably offer alternative tile plays in case the #5 or #6 tiles disappear.



"No noise, Harcourt. But I will look the other way if you wish to embezzle something now and then."

Brown/Toronto Star



MAGIC REALM

Bennie Bashes Dragons!

Two in Trouble!

EVENING 13 / DAY 14



THE CAST:

Dave Anderson: Bennie the Berserker
 John Butitta: Willie the Pilgrim
 Sonya Nar: Amber Rose the Amazon
 Don Chinnery: Rasti the (optional) Wizard (deceased)
 Dan Farrow: Simplomo the Sorceror (aka Misty)
 Dan Geborne: Smaug of the Dark Helmet & Black Knight
 Debbie Osborne: Thorn of the Grotto, an Amazon (deceased)
 Sylvan the (optional) Druid

EVENING 13

AT CV4: Willie casts "Small Blessing" using his MAGIC 14* and WHITE 6*, result 5, 3 - Health: both his MAGIC 1 chips are rested.

AT Cr2: Bennie plays his BERSERK T4** chip and goes berserk. He and Raoul (who ought to know better) break cover and attack the two heavy flying dragons. Raoul (R5) swings L4 and dodges 2 to distract the dragon who smashes H4 and ducks 4; both miss. Bennie smashes H5 and ducks H4** while his dragon smashes H4 and ducks 4 right into Bennie's great axe. One dead dragon. Bennie fatigues a MOVE T6.*

Round 3 finds Raoul again swinging L4 and dodging 2 while Bennie covers him swinging H4. The dragon smashes H4 and ducks 3, so all miss.

Round 4 Bennie and Raoul repeat, but this time the dragon swings L4 and dodges 3 right into Bennie's axe. Bennie bags his second dragon of the day earning 15 fame and 15 notoriety.

AT HP3: Simplomo runs away (quietly) towards Cn 8.

DAY 14

Giants, goblins, octopus, and wolves are returned to their starting boxes. The Patrol is resurrected and returned to the set-up card.

Simplomo between HP3 & Cn1: M Cn1, M Cn3. Reveal Dank C. Statue 2, Willie @ CV4: R(14*), R(16*), SPX, SP(transform MAGIC 16* to WHITE) or M Bl1, M Bl6 blocked by TF Dragon; reveal Smoke C, Hoard 6, or H(4.1 - y), H, SPX, SP(convert MAGIC 16* to WHITE). Bennie & Raoul @ Cr2: S(Loc 4.2 - chits), S(Loc 4.4 - chits), H(4.2 - y), H, R(MOVE T6*). Reveal Dank M, Lost Castle 1, Cairns 5, Putter 2, Putter 5, Roar 6. Giant appears at Cr6. Sylvan @ OW5: H(2.2 - y), SPX, SP/enchant tile using MAGIC 118* and GREY*. Reveal Ruins W. The wolves return to OW5. Smaug @ Cl2: NMRI H(6.3 - n), blocked by T dragon. Reveal Ruins M, Sather 3. Amber Rose @ Cr8: H(6.2 - n), M Cr5, M Cr5, blocked by T spider and two H spiders. Giant moves to Cr5.

COMBAT: Amber Rose can't kill the T monsters but could kill the H spiders--if the T monsters let her live that long. Smaug looks to be in B-I-G trouble.

Due next time are orders for Evening 14 and Day 15. Ms Nar is shepherding Amber Rose off board.

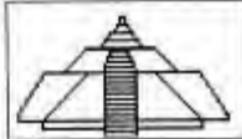
DEAD PILE: Ralph and Roger. Ponies BHQ & B2-B5. H dragon, two H flying dragons.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. Abat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ca6; a T Troll is at Ca9; a short sword, helmet, and breastplate are at Ce4. There is a T dragon at Cl2, and the TF Dragon at the Hoard at Bl6. The Small Campfire & the Beshkars are at NW5. Cr5 has a T spider, T giant, two H spiders, and the Cairns. Two small treasures are abandoned at the Inn.

ADV CIVILIZATION

Turns 6.10-7.9



TURN 6 (continued):

10. TRADE: None.
11. CALAMITY: Treachery! Assyria reduces Nineveh.
12. ALTER AST: All advance.

TURN 7:

1. TAXES: Babylon collects 6t; Assyria, Crete, Iberia, & Thrace collects 6t. Africa, Egypt, & Illyria collect 4t.
2. POPULATION EXPANSION: Illyria doesn't populate 2 in Germany, 1 in Dacia. Thrace doubles everywhere except Ionia. Assyria populates Miletus, Lycia, Galatia, Cyprus, Salamis, L Armenia, Micop, Cilicia, Van, Cappadocia, & Nineveh. Babylon places 2T in Sues, Syria, and Tyre. 1T in Phoenicia, Sidon, Jerusalem, Jericho. Petra, Arabia, Midian, and Ur. Africa doubles except for 2T at Carthage and Cyrene. Iberia, Crete, and Egypt double.
3. CENSUS:
 - ILLYRIA (Morrison/Narhi?): 2000 BC, 43T, 4t, 2 cities, 3 cards
 - ASSYRIA (Deb Osborne): 2000 BC, 41T, 6t, 3 cities, 4 cards
 - IBERIA (Farrow): 2000 BC, 38T, 5t, 3 cities, 6 cards
 - AFRICA (Nast): 2500 BC, 36T, 5t, 2 cities, 3 cards
 - BABYLONIA (Anderson): 2500 BC, 35T, 12t, 4 cities, 5 cards
 - EGYPT (Ringhoffer/Bryden?): 3000 BC, 32T, 6t, 2 cities, 3 cards
 - THRACE (Zieske): 2000 BC, 29T, 6t, 3 cities, 2 cards
 - CRETE (Bayum): 2500 BC, 18T, 6t, 3 cities, 3 cards
4. BOAT BUILDING: Illyria uses 4t to build boats at Pannonia & Samnium; boat at Neapolis scrapped. Assyria pays 4t to build boat in Galatia, and to maintain boats in Cyprus & Sinope. Iberia uses 2t to maintain boats in Milazzo & Corduba and 4t to build boats in Etruria and E Mauritania. Africa spends 1t to maintain boat in Palermo. Babylon builds a boat at Ur for 2t. Thrace pays 2t in Ionia for a boat; other note, Crete spends 2t for ships at Galatia & Phaeolis.
5. MOVEMENT:
 - IL: 1S Samnium-Tarentum-Ithaca, 2T Samnium(s)-Ithaca, 1S Pannonia-Dalmatia-Illyricum-Appollonia-Ithaca, 4T Pannonia(s)-Ithaca, 2T Paonia-Appollonia, 2T Illyricum-Appollonia, 2T Illyricum-Pannonia, 2T Dacia-Illyricum, 2T Belica-U Germany, 2T L Germany-Rhine, 1T Chalpina-Rhaetia, 1T Rubicon-Samnium.
 - AS: 1T Armenia-Nineveh, 1T Cappadocia-Van, 2T Lydia-Miletus, 1S Galatia-Lycia-Miletus-Lycia-Galatia, 2T Galatia(s)-Miletus, 1T Galatia-Lycia, 1S Cyprus-Salamis-Antioch-Salamis, 2T Cyprus-Salamis, 2T Antioch(s)-Salamis, 2T Van-Cilicia, 2T Cilicia-Antioch, 1T L Armenia-Armenia.
 - IB: 1T Aquitania-Gaul, 1T Aquitania-Tarragonensis, 1T Pyrenees-Iberus, 2T Gaul-U Germany, 2T @ Massilia-Etruria, 15 Etruria-Corsica-Sardinia-Caralis-Sardinia, 1T Etruria(s)-Corsica, 1T Etruria(s)-Sardinia, 1T Etruria(s)-Caralis, 1T Etruria-Rhaetia, 1S E Mauritania-W Mauretania-Corduba-W Mauritania, 2T E Mauretania(s)-Corduba, 1S Milazzo-Campania-Tarentum-Ithaca-Tarentum, 1T Milazzo-Ithaca, 1S Corduba-New Carthage-Balæres-Ebuses-Balæres, 1T Corduba(s)-Balæres, 1T Corduba(s)-Ebusæ, 2T Iberus-Hispania, 2T Baetica-Hispania, 2T Lusitania-Hispania, 2T Terraconensis-Hispania, 2T Corduba-Hispania.
 - AF: 1S Palermo-Carthage-Thapsus-Tripoli, 2T Cirta-New Africa, 1T Thapsus(s)-Tripoli, 4T Tunisia-Cirta, 1T Thapsus-Carthage, 2T Numidia-Tunisia, 3T Sabrata-Thapsus, 1T Sahara-Tripolitaria, 1T Jalo-Cyrenaica.
 - BA: 1S Ur-Susa, 2T Ur-Susa, 2T Charax-Chaldeas, 2T Ur-Babylon, 4T Tyre-Jericho, 2T Sumeria-Mesopotamia, 2T Arabia-Sumeria, 1T Petra-Sinai, 1T Jerusalem-Gaza, 1T Edon-Tyre, 1T Syria-Tyre(imp), 1T Midian-Petra.
 - EG: NMR! GM makes minimal move. 1T Siwa-Payum, 1T Ptolemaic-Nubia, 1T E Desert-Ptolemais.
 - TH: 1S Ionia-Miletus-Rhodes-Knossus-Thera, 2T Ionia(s)-Thera, 3T Thrace-Macedonia, 1T Moesia-Thrace, 2T Mœsia-Byzantium, 2T Danube-Tyras, 1T Danube-Moesia, 1T Scythia-Crimes, 1T Scythia-Danube.
 - CR: 1S Galatia-Lycia-Rhodes-Knossus-Phaeolis, 1S Phaeolis-Argos-Athenæ-Eretria-Chalcis, 1T Phaeolis-Knossus, 2T Athens(s)-Eretria, 4T Chalcis-Eretria, 1T Delphi-Thessaly, 1T Delphi-Athens, 2T Delphi-Corinth, 2T Thessaly-Delphi, 1T Thessaly-Epirus, 1T Macedonia-Apolonia, 2T Epirus-Apollonia, 1T Macedonia & Thessaly held.
 - 6. CONFLICT: U Germany -2 IB, IL: Rhaetia -1 IB, IL: Ithaca -1 IB: Appollonia & Macedonia -1 CR, Cyrenaica -2 EG, -1 AF: Gaza, Jerusalem, & Sinai -1 BA.
 - 7. CITY CONSTRUCTION: Illyria builds Appollonia & Ithaca. Assyria builds Miletus.

Nineveh and Salamis. Iberia builds Hispania. Africa builds Carthage. Crete & Thasos. Babylon builds Jericho & Susa. Thrace builds Byzantium & Tyre. Crete builds Eretria.

8. REMOVE SURPLUS POP: Illyria loses 1T @ Rhine, Rubicon & Samnium. Thrace loses 2T @ Macedonia. Babylon loses 1T @ Petra & Syria. Egypt loses 1T @ Gaza & Sinai. Africa loses 2T @ Cyrene and 1T @ New Africa & Tripoli.
9. TRADE: Pile I is exhausted. Egypt draws one card. Iberia, Illyria & Crete drew three cards. Africa, and Thrace draw four cards; Pile II is exhausted. Assyria and Babylon draw four cards.

Due next time are your trading orders (what you want and what you'll give up for it). Both "Volcano/Earthquake" and "Treachery" are going to happen; both "Famine" and "Superstition" and either "Civil War" or "Slave Revolt" could. Those with the "untradable" must submit orders for them. We'll halt things to resolve Civil War, but try to submit what you'd lose to an untraded "Treachery" or Superstition (or what you'd take), and what cities you'd reduce to a "Slave Revolt". The map is on p. 11.

Your cards are:

PRESS.

Africa-Egypt: Time's up

IBERIA: Of all the gaul! Illyria is muscling in on Iberia's Belgica!

Epochs I-IV

play during turn

RELIGION(1)

Play faceup beside board.
Place army of the current
Empire on
the space
provided.
One Victory
Point is
scored by the
controlling faction at the end
of every turn. May be cap-
tured, destroyed, transferred.



Epochs II-III, VI-VII

play during turn

DEMOCRACY(1)

Play faceup beside board.
Place army of the current
Empire on
the space
provided.
One Victory
Point is
scored by the
controlling faction at the end
of every turn. May be cap-
tured, destroyed, transferred.



Epochs V-VII
play during turn

ARCHITECTURE(1)

Play faceup beside board.
Place army of the current
Empire on
the space
provided.
One Victory
Point is
scored by the
controlling faction at the end
of every turn. May be cap-
tured, destroyed, transferred.



DUNE IX Strikes!

TURN 3

THE CAST

ATREIDES (Fisher): KH, 16S, 1C, 6T @ Arrakeen, 2T @ Oh Gap.
EMPEROR (Deb Osborne): 1BS, 4C, 19T @ Habbanya Ridge Sietch.
FREMEN (Anderson): 8S, 2C, 5T @ Sietch Tabr, 4T @ False Wall South(s5), 4T @ Funeral Plain.
GUILD (Wilson): 40S, 3C, 6T @ Tuck's Sietch, 5T @ South Mesa(s5).
HARKONNEN (Bryden): 7S, 6C, 5L, 3T @ Carthag.
IX (Morrison): 1BS, 4C, 5T @ Polar Sink.
TANKS: 6A, 1E, 8H; Lady J, B Raban, G Halleck.

TURN 3

1. The STORM moves from Sector 13 to Sector 17. The Fremen lose 2T in Funeral Plain and Habbanya Ridge Sietch is under storm.
2. SPICE BLOW: Rock Outcroppings(6) and Red Chasm(8).
3. BIDDING: There are 6 cards available.
Ix offers H a 5S bribe to name Ixian leaders in H's psy. H accepts and does so.
A bids 5S, H bids 3S, F bids 2S. A gets _____ (-5S to E).
F bids 2S, H bids 1S, F gets _____ (-2S to E).
F bids 2S, H bids 1S, F gets _____ (-2S to E).
G bids 5S, H bids 3S, F bids 2S. G gets _____ (-5S to E).
4. REVIVAL: A revives 2T, E revives 1T, F revives 2T, H revives 2T.
5. SHIPMENT: The Guild elects to go last. It ships 6T to Sietch Tabr (-6S to G). A ships 6T to Red Chasm (@Guild rate: -6S to G). F ships 6T to Rock Outcroppings. H ships 5T to Carthag (-3S to G).
6. MOVEMENT: A moves 2T Oh Gap-Arrakeen. H moves 1T Carthag-Shield Wall. G moves 5T South Mesa-Pasty Mesa(s?).
7. COMBAT: Ix (6T) vs Fremen (5T @).

Due next time are orders for any voluntary actions from Turn 3 Combat to Turn 4 Space Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 5S, 2C, 8T @ Arrakeen, 6T @ Red Chasm.
EMPEROR (Deb Osborne): 27S, 4C, 19T @ Habbanya Ridge Sietch.
FREMEN (Anderson): 4S, 4C, 5T @ Sietch Tabr, 4T @ False Wall South(s5), 2T @ Funeral Plain, 5T @ Rock Outcroppings.
GUILD (Wilson): 50S, 4C, 6T @ Tuck's Sietch, 5T @ Pasty Mesa(s?).
HARKONNEN (Bryden): 9S, 6C, 5L, 5T @ Carthag, 1T @ Shield Wall(s?).
IX (Morrison): 7S, 4C, 5T @ Polar Sink, 6T @ Sietch Tabr.
TANKS: 6A, 6H; Lady J, B Raban, G Halleck.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = Ix, KH = Kitzach Haderath, L = leaders, S = spice, s# = sector #, T = token.

STELLAR CONQUEST

JAMES T KIRK--Due next time are Production orders for Turn 12 and movement orders for Turns 13-16.

PRESS:

"Captain, when are we going to get some new engines for this old scow of a corvette? You can't take over a dead moon much less a planet in the old wrecks Space Command gives us."



BRITANNIA

Turn 5
335-410 AD



The East:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

Errata: Picts attacked Dunedin last time, losing one but killing the fort (+3 VP) so should be 1A @ Dunedin, not 2A @ Dairalda.

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk, Sussex.
1A @ March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.

WELSH (2): 2A @ Dyfed, Gwynedd, Powys; 1A @ Clwyd, Devon, Gwent.

BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.

PICTS (0.5): 1A @ Caithness, Dunedin, Mar, Moray, Skye.

CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.

IRISH (0): 1R @ Atlantic, 1A @ Cornwall.

SCOTS: 1R @ Irish.

JUTES (4R): Channel.

SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Wessex.

ANGLES (5R): Friesian.

Scott: Purple 28, Blue 21, Green 18, Red 8.

Turn 5 (cont.)

WELSH (2): Grow 6 pp. Add 1A @ Devon & Gwent. Hold.

BRIGANTES (0): Romans allow no growth. Hold.

PICTS (0.5): Grow 3 pp; add 1A @ Skye. Move 1A Dunedin-Mar.

CALEDONIANS (1): Grow 1. Hold.

IRISH: Grow 0.5. Hold.

SCOTS: 1R @ Irish holds.

JUTES: 4R Channel-Sussex (4, 1, 3, 6; 2, 5, 6, 5, 1, 6 - 2 Jutes, -1 Roman, F, +4 VPs).

We halt things here since the Saxons too were ordered to send four armies against a now vacant Sussex. Due next time are Saxon and Angle orders for Turn 5 and all orders for Turn 6. We'll halt if things get too weird.

Scott: Purple 28, Green 22, Blue 18, Red 8.

The Board:

ROMANS: 2A & F @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk; 1A @ March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.

WELSH (2): 2A @ Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.

BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.

PICTS (0.5): 2A @ Mar, Skye; 1A @ Caithness, Moray.

CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.

IRISH (0): 1R @ Atlantic, 1A @ Cornwall.

SCOTS (0): 1R @ Irish.

JUTES (0): 2R @ Channel.

SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Wessex.

ANGLES (0): 5R @ Friesian.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-?? = retreats to ???, t = attacking/attacked by Legion.

ON DECK

Who's Signed Up for What

(ADVANCED) CIVILIZATION: Standby: Bryden.

BRITANNIA: Boyum.

CIRCUS IMPERIUM: Nast

CIRCUS MAXIMUS: Zieske, Nast, Fisher, Narhi (like 4 more)

COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson(2b); need 2 or 3 more

CONQUISTADOR: Farrow, York; need 2 more.

DIPLOMACY: Gorham, Wilson, Hanna(7th), McCarty(?).

1830: Zieske, Chinnery, Variant: Zieske, Chinnery

1885: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinnery.

GUNSLINGER: Farrow; need 5 to 6 more.

KREMLIN: Zodda, Anderson, Fisher; need 5 more.

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Anderson, Dan Osborne, Wilson. Just need room.

MERCHANT OF VENUS: Chinnery, Deb Osborne, Butitta (need 3 more)

RAIL BARON: Chinnery, Deb Osborne

SILVERTON: Zieske, Hardy(?), Chinnery; need 2 to 3 more.

SUMMIT: Bargender; need 5 more.

TITAN: Bargender, Dan Osborne; need 2-4 more

SECRET SIGN-UPS: Gunboat DIP (3?), STELLAR CONQUEST (0)

OTHER POSSIBILITIES: DARKOVER, GODSFIRE, JUNTA, KAMAKURA, PLANET MINERS, WIZARDS

Epochs VI-VII

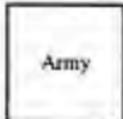
play during turn

SCIENCE(2)

Play faceup beside board.

Place army of the current Empire on the space provided.

Two Victory



Points are scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

Epochs I-III, VI-VII

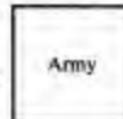
play during turn

COMMERCE(1)

Play faceup beside board.

Place army of the current Empire on the space provided.

One Victory



Point is scored by the controlling faction at the end of every turn. May be captured, destroyed, transferred.

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THE BOTTOM LINE

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